

Nika

PROJECT: GEAR5

Group 10

Team Leader:

Ralph Robes, N01410324

Members:

Elijah Tanimowo, n01433560

Francisco Santos, n01423860

Pradeep Singh, n00975892

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Team Contract

CENG-322 TEAM PROJECT

Team Name: Nika

**Project Name:
GEAR5**

Please negotiate, sign, scan and include as the first section in your Deliverable 1.

Please note that if cheating is discovered in a group assignment each member will be charged with a cheating offense regardless of their involvement in the offense. Each member will receive the appropriate sanction based on their individual academic honesty history.

Please ensure that you understand the importance of academic honesty. Each member of the group is responsible to ensure the academic integrity of all of the submitted work, not just their own part. Placing your name on a submission indicates that you take responsibility for its content.

Team Member Names (Please Print)	Signatures	Student ID
Project Leader: Ralph Robes	R.R	n01410324
Francisco Santos	F.S	n01423860
Elijah Tanimowo	E.T	n01433560
Pradeep Singh	P.S	n00975892

For further information read Academic Honesty Policy on

<https://humber.ca/legal-and-risk-management/policies/search-by-students.html>.



By signing this contract, we acknowledge having read the Humber Academic Honesty Policy as per the link below.

<https://academic-regulations.humber.ca/2018-2019/17.0-ACADEMIC-MISCONDUCT>




Responsibilities of the Project Leader include:




- Assigning tasks to other team members, including self, in a fair and equitable manner.
- Ensuring work is completed with accuracy, completeness and timeliness.
- Planning for task completion to ensure timelines are met
- Any other duties as deemed necessary for project completion

What we will do if . . .

Scenario	Accepted initials	We agree to do the following
Team member does not deliver component on time due to severe illness or extreme personal problem	R.R F.S E.T P.S	a) Team absorbs workload temporarily  d) Other:
Team member cannot deliver component on time due to lack of ability	R.R F.S E.T P.S	a) Team reassigns component b) Team helps member  b) Team "fires" team member by not permitting his/her name on submission d) Other:





Scenario	Accepted initials	We agree to do the following
Team member does not deliver component on time due to lack of effort	R.R F.S E.T P.S	<ul style="list-style-type: none"> a) Team absorbs workload <input checked="" type="checkbox"/> b) Team "fires" team member by not permitting his/her name on submission c) Other:
Team member does not attend team meeting	R.R F.S E.T P.S	<ul style="list-style-type: none"> a) Team proceeds without him/her and will assign work to the absent member <input checked="" type="checkbox"/> b) Team doesn't proceed and records team member's absence c) Team proceeds for that meeting but "fires" member after ____ occurrences
An unforeseen constraint occurs after the deliverable has been allocated and scheduled (a surprise test or assignment)	R.R F.S E.T P.S	<ul style="list-style-type: none"> a) Team meets and reschedules deliverable <input checked="" type="checkbox"/> b) Team will cope with constraint

Scenario	Accepted initials	We agree to do the following
		c) Other:
Team cannot achieve consensus leaving one member feeling "railroaded", "ignored", or "frustrated" with a decision which affects all parties	R.R F.S E.T P.S	a) Team agrees to abide by majority vote  b) Team flips coin c) Other:
Team members do not share expectations for grade desired	R.R F.S E.T P.S	a) Team will elect one person as "standards-bearer" who has the right to ask that work be redone b) Team votes on each submission's quality  c) Team will ask for individual marking and will identify sections by author d) Other:
Team member behaves in an unprofessional manner by being rude or uncooperative	R.R F.S E.T P.S	a) Team attempts to resolve the issue by airing the problem at team meeting  b) Team ignores behavior

Scenario	Accepted initials	We agree to do the following
		<p>c) Team agrees to avoid use of all vocabulary inappropriate to the business setting</p> <p>d) Team fires the team member.</p>
Team member assumes or requests that his/her name be signed to a submission but has not participated in production of the deliverable	R.R F.S E.T P.S	<p>a) Team agrees that this is cheating and is unethical</p> <p>b) Friends are friends and should help each other</p> <p>That person name will not be put on the submission. </p>
There is a dominant team member who is content to make all decisions on the team's behalf leaving some team members feeling like subordinates rather than equal members	R.R F.S E.T P.S	<p>a) Team will actively solicit consensus on all decisions which affect project direction by asking for each member's decision and vote</p> <p>b) Team will express subordination feelings and attempt to resolve issue </p> <p>c) Other:</p>
Team has a member who refuses to participate in decision making but complains to others that s/he wasn't consulted	R.R F.S E.T P.S	<p>a) Team forces decision sharing by routinely voting on all issues</p> <p>b) Team routinely checks with each other about perceived roles </p> <p>c) Team discusses the matter at team meeting</p>

GitHub Repo & Invitation

<https://github.com/RalphRobes0324/Nika.git>

<input type="checkbox"/>		ElijahTanimowo3560 Collaborator	Remove
<input type="checkbox"/>		FranciscoSantos3860 Collaborator	Remove
<input type="checkbox"/>		Hak11 haki11 • Collaborator	Remove
<input type="checkbox"/>		PradeepSingh0573 Collaborator	Remove

Project Background & Description

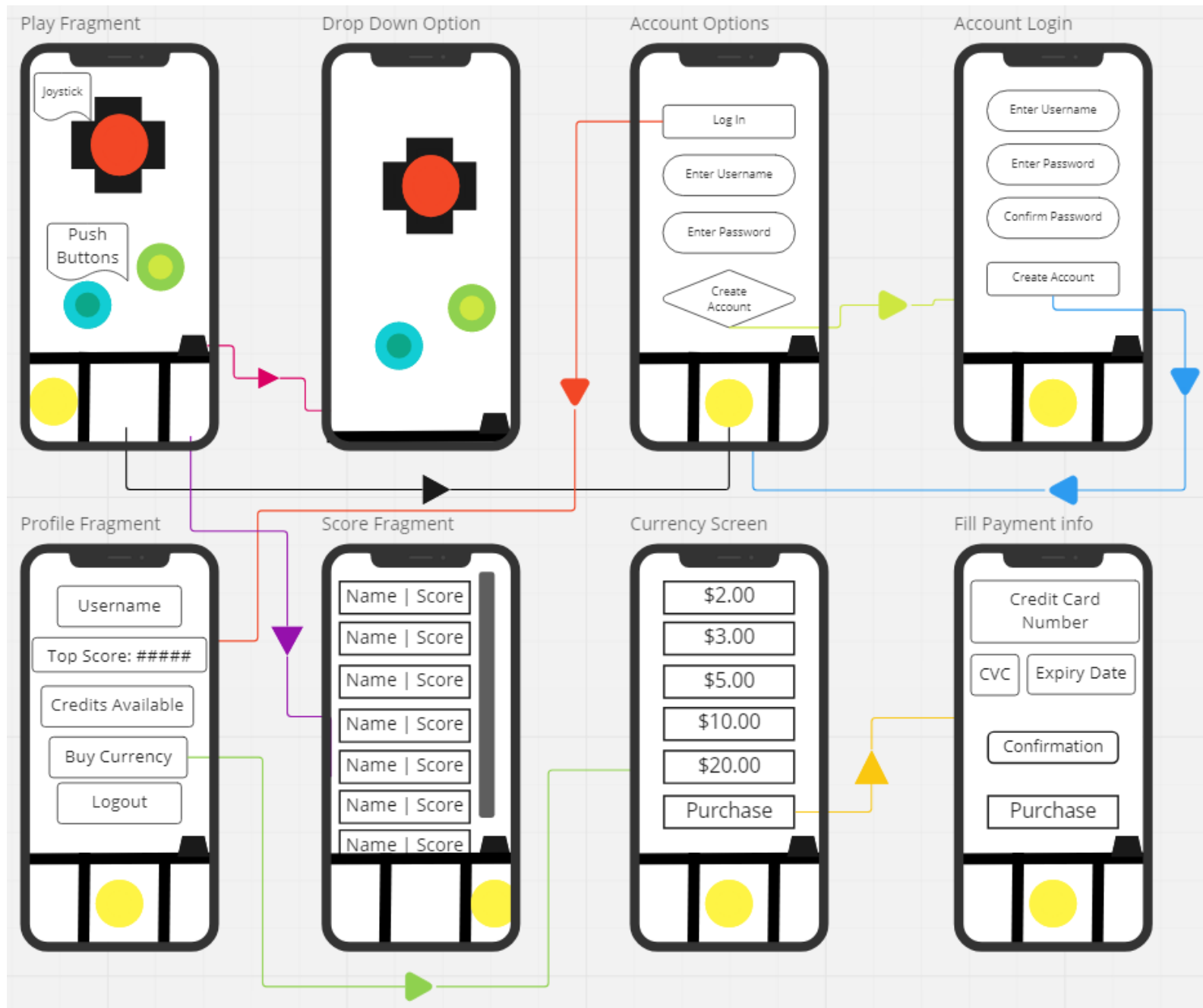
Project goals and final vision

Our project's purpose and vision is to make an interactive arcade console. This machine will allow users to play arcade-style games via hardware on the product and wirelessly through software developed within our app. We hope to create an arcade-style console that is compact, easy to travel with and set up almost anywhere.

Software aspect and hardware

Our hardware Include an LED/LCD screen for display, speakers for audio, built-in controller inputs, and more. Our software will communicate with the machine by being able to display and store information such as scores, and tokens generated via RFID tags and/or virtual currency given by ads. We will also implement a virtual controller that mimics the same inputs as the ones built onto the console, allowing users to play wirelessly and perhaps with multiplayer.

Screen flows



Incorporation of the feedback

We will take everything we were told in the interview whilst working on the project in order to improve it and make it the best it possibly can.

Planning to satisfy the read/write from the cloud

Our plan is to enable the user's scores to be uploaded to the cloud. These scores can then be compared with other users and displayed directly on the app on the ScoreFragment.

Project Scope

We will create a list of crucial tasks that the assignment needs in order to function and assign 1 member to each task. Once we have completed all of these crucial tasks, the project will be complete. Once complete we may work on additional tasks that are not required for full functionality in order to improve and add to the project. The completed assignment should be a fully functioning arcade machine with analog and digital controls.

Themes, Epics, and Stories

Theme: Arcade Console

Epic 1: Make it accessible

Story 1: Uses mobile device

Story 2: Small in size

Story 3: Low price

Epic 2: Relive the moments of the past

Story 1: Retro style games

Story 2: Accessibility to online

Story 3: Physical and Virtual playability